Popgroups Editor

How to Usage ?

1- put the popgroups.ymt in the same directory as the exe
2- open PopGroups Editor.exe
3- Click on parse (this will make the program parse data from your file) -> WARNING : It will copy the selected file to program directory in backup/edit folder so be careful because it will overwrite anything in there

4- then you can choose the location in the combobox, it will show you all cars that can spawn in the location you choosed
5- you have 2 buttons : Add car and remove car.
you can add a car to the list by putting it's dlc name or removing cars by choosing them in the listbox and clicking remove cars.
It works with both in game and modded cars
6- after you done your changes you can save them, and you can put the modifed popgroups.ymt (wich is in edit folder) in your mods folder :
mods/update.rpf/x64/levels/gtav/popgroups.ymt